

GAMES WE MAY PLAY

Foursome: Play alternate shots and alternate tees, ie. Player 1 tees off on odd number holes and Player 2 the even ones. Then play alternate shots until to the ball is holed out.

Greensome: Each player play the first two shots of the hole, then choose preferred ball. If Player A's ball is chosen, then Player B plays the next shot and alternate until the ball is holed.

Canadian Foursome: Each player hit a tee shot, then choose preferred ball. If Player A's ball is chosen, then Player B plays the next shot and alternate until the ball is holed.

American Foursome: Each player hit a tee shot, then both payers hit their partners ball for the second shot, then choose a preferred ball. Play alternate shots until the ball is holed.

African Stableford: Play individual stableford in pairs. After each hole multiply both players points scored on that hole together, for team score. ie. Hole 1 Player A gets 2 points, Player B gets 3 points then team score is 6 points (2x3). Hole 2 Player A gets 4 points, Player B gets 0 points then team score is 0 (4x0)

Irish stableford: Play individual stableford in teams of 4. On Holes 1-5 count just one score for your team, on holes 6-10 count 2 scores. On holes 11-15 count 3 scores, then on 16,17 and 18 count all 4 scores. (The hole numbers are the course hole numbers, not necessarily the order in which you played). ie. If you tee off on number 10 for your first hole then 2 scores will count.

Trainwreck Stableford: Play individual stableford, accumulating points as normal. If you score Zero points on any hole, then all the points scored so far in the round are scrubbed and you start from zero points again. (Not a big issue on the 1st hole, but a killer on the 18th)